

Entrepreneurship

Team Event Interactive Performance Event

Regulations

- Refer to National Competitive Event Guidelines for description and procedures.

Eligibility

- Each local chapter may enter one (1) team that must be composed of two (2) or three (3) members to compete in this event at the RLC. **Alternate designation is eliminated.**
- No more than one (1) team member may have competed in this event at a NLC or have competed more than two (2) years at the national level.
- No more than one member in a team of two or two members in a team of three may be substituted should circumstances arise that warrant the substitution.
- Between the RLC and SLC, or between the SLC and NLC, in the case of an unforeseen situation, one (1) team member may be substituted with the approval of the State Office. Failure to discuss this change with the State Office could result in team disqualification.
- A member may enter only one individual or team event and one chapter event. Who's Who in FBLA does not count as an event.

Administration of Events

RLC	SLC
One hour objective test taken collaboratively at RLC.	Preliminary round will consist of an objective test taken collaboratively.
Students must provide their own non-graphing calculators for this event. Cell phone and PDA calculators are not allowed. Number 2 pencils are required for this event.	Students must provide their own non-graphing calculators for this event. Cell phone and PDA calculators are not allowed. Number 2 pencils are required for this event.
	The top 8 finalists will present their presentation to a team of judges in a final round
	Performance teams will be sequestered. Failure of participants to arrive in sequestered area by the time the first performance begins will result in disqualification.
	Order of performance is random.
	No reference materials may be utilized during performance preparation.
	Two (2) 4" x 6" note cards will be provided to participants.
	Performances are open to conference attendees, except performing participants.
Top THREE finishers advance to SLC competition.	Top THREE finishers advance to NLC competition.

Interactive Performance Event

- Twenty minutes before the performance each participant will receive the case study. Two (2) 4" x 6" note cards will be provided for each participant.
- The team has seven (7) minutes to interact with a panel of judges and present the solution to the case. The judges will play the role of the second party in the presentation and refer to the case for specifics.
- Teams should introduce themselves, describe the situation, make their recommendations and summarize their case. All team members are expected to actively participate in the performance. A timekeeper will stand at six (6) minutes and again at seven (7) minutes.

Entrepreneurship – Continued

Judging

- All decisions of the judges are final.
- Final rank is determined by the team performance score.
- The rating sheet(s) the judges will use are found in the Wisconsin Competitive Event Guidelines.



FBLA ENTREPRENEURSHIP Performance Rating Sheet

☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Problem is understood and well-defined	0	1–5	6–10	11–15	
Alternatives are recognized with pros and cons stated and evaluated	0	1–5	6–10	11–15	
Logical solution is selected with positive and negative aspects of its implementation given	0	1–5	6–10	11–15	
Issues presented in case are addressed completely	0	1–3	4–7	8–10	
Anticipated results are based on correct reasoning	0	1–5	6–10	11–15	
Delivery					
Statements are well organized and clearly stated; appropriate business language is used	0	1–3	4–7	8–10	
Team members demonstrate self-confidence, poise, and good voice projection	0	1–2	3–4	5	
All team members participate actively during the presentation	0	1–2	3–4	5	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
Subtotal					/100 max.
Penalty Deduct five (5) points for failure to follow guidelines.					
Dress Code Penalty Deduct five (5) points when dress code is not followed.					
Final Score					/100 max.
Objective Test Score (To be used in the event of a tie.)					

Name(s): _____

School: _____ State: _____

Judge's
Signature: _____ Date: _____

Judge's
Comments: